

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - a game;
 - 5 a display device adapted to display the game;
 - a plurality of starting values in the game, wherein each starting value is greater than zero;
 - a plurality of selections in the game;
 - at least one numerical modifier in the game, wherein said
 - 10 numerical modifier is associated with at least one of the selections; and
 - a processor operable with said display device to control the play of the game by:
 - (a) displaying and providing said starting values to a
 - player;
 - 15 (b) enabling the player to individually associate one of said starting values with a picked selection;
 - (c) forming an ending value based on said individually associated starting value and any modifier associated with said picked selection;
 - 20 (d) repeating steps (b) to (c) for at least another one of said remaining unassociated starting values; and
 - (e) providing the player an award based on at least two of said ending values.
- 25 2. The gaming device of Claim 1, wherein said processor is further operable to control the play of the game by enabling the player to pick said selections.

3. The gaming device of Claim 1, wherein said processor is further operable to control the play of the game by enabling the player to pick each of said selections by individually associating one of said starting values with one of said selections.

4. The gaming device of Claim 1, wherein said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

5. The gaming device of Claim 1, wherein said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of said remaining unassociated starting values.

6. The gaming device of Claim 1, wherein said processor is further operable to control the play of the game by providing the player an award based on each of said ending values.

7. The gaming device of Claim 1, wherein a plurality of said selections are associated with a plurality of numerical modifiers.

8. The gaming device of Claim 7, wherein a plurality of said numerical modifiers are different.

9. A gaming device comprising:
a game;
a display device adapted to display the game;
a plurality of starting values in the game, wherein each
5 starting value is greater than zero;
a plurality of selections in the game;
a plurality of numerical modifiers in the game, wherein
each of the selections is associated with one of said numerical
modifiers; and
10 a processor operable with said display device to control
the play of the game by:
(a) displaying and providing said starting values to a
player;
(b) enabling the player to individually associate one of
15 said starting values with a picked selection;
(c) forming an ending value based on said individually
associated starting value and said modifier associated with said picked
selection;
(d) repeating steps (b) to (c) for at least another one of
20 said remaining unassociated starting values; and
(e) providing the player an award based on at least
two of said ending values.

10. The gaming device of Claim 9, wherein said processor is
25 further operable to control the play of the game by enabling the player
to pick said selections.

11. The gaming device of Claim 9, wherein said processor is further operable to control the play of the game by enabling the player to pick each of said selections by individually associating one of said starting values with one of said selections.

12. The gaming device of Claim 9, wherein said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

13. The gaming device of Claim 9, wherein said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of said remaining unassociated starting values.

14. The gaming device of Claim 9, wherein a plurality of said numerical modifiers are different.

15. A gaming device comprising:
a game;
a display device adapted to display the game;
a plurality of different starting values in the game, wherein
5 each starting value is greater than zero;
a plurality of selections in the game;
a plurality of numerical modifiers in the game, wherein
said numerical modifiers are associated with a plurality of the
selections; and
10 a processor operable with said display device to control
the play of the game by:
(a) displaying and providing said starting values to a
player;
(b) enabling the player to select one of said provided
15 starting values;
(c) picking one of said plurality of selections;
(d) enabling the player to individually associate said
picked starting value with said picked selection;
(e) forming an ending value based on said individually
20 associated starting value and any modifier associated with said picked
selection;
(f) repeating steps (b) to (e) for each of said
remaining provided unassociated starting values; and
(e) providing the player an award based on at least
25 two of said ending values.

16. The gaming device of Claim 15, wherein said processor
is further operable to control the play of the game by enabling the
player to pick said selections.

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17. The gaming device of Claim 15, wherein a plurality of said numerical modifiers are different.

18. A gaming device comprising:

5 a game;
a display device adapted to display the game;
a starting value in the game;
a plurality of selections in the game;
a plurality of numerical modifiers in the game, wherein
10 each of the selections is associated with one of said numerical modifiers; and
a processor operable with said display device to control the play of the game by:

(a) displaying and providing the starting value to a
15 player;

(b) enabling the player to divide said starting value into a plurality of different starting portions, wherein each of said different starting portions is greater than zero;

(c) enabling the player to individually associate one of
20 said starting portions with a picked selection;

(d) forming an ending portion based on said individually associated starting portion and said modifier associated with said picked selection;

(e) repeating steps (c) to (d) for at least another one of
25 said remaining unassociated starting portions; and

(f) providing the player an award based on at least two of said ending portions.

19. The gaming device of Claim 18, wherein said processor is further operable to control the play of the game by enabling the player to pick said selections.

5 20. The gaming device of Claim 18, wherein said processor is further operable to control the play of the game by enabling the player to pick each of said selections by individually associating one of said starting portions with one of said selections.

10 21. The gaming device of Claim 18, wherein said processor is further operable to control the play of the game by repeating steps (c) to (d) for each of a plurality of said remaining unassociated starting portions.

15 22. The gaming device of Claim 18, wherein said processor is further operable to control the play of the game by repeating steps (c) to (d) for each of said remaining unassociated starting portions.

20 23. The gaming device of Claim 18, wherein said processor is further operable to control the play of the game by providing the player an award based on each of said ending portions.

24. The gaming device of Claim 18, wherein a plurality of said numerical modifiers are different.

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25. A gaming device comprising:

- a game;
- a display device adapted to display the game;
- a starting value in the game;
- 5 a plurality of selections in the game;
- a plurality of numerical modifiers in the game, wherein each of the selections is associated with one of said numerical modifiers; and
- a processor operable with said display device to control
- 10 the play of the game by:
 - (a) displaying and providing the starting value to a player;
 - (b) enabling the player to divide said starting value into a plurality of starting portions, wherein each of said starting
 - 15 portions is greater than zero;
 - (c) enabling the player to select one of said starting portions;
 - (d) picking one of said plurality of selections;
 - (e) enabling the player to individually associate said
 - 20 picked starting portion with said picked selection;
 - (f) forming an ending portion based on said individually associated starting portion and said modifier associated with the picked selection;
 - (g) repeating steps (c) to (f) for at least another one of
 - 25 said remaining provided unassociated starting portions; and
 - (h) providing the player an award based on at least two of said ending portions.

26. The gaming device of Claim 25, wherein said processor is further operable to control the play of the game by enabling the player to pick said selections.

5 27. The gaming device of Claim 25, wherein said processor is further operable to control the play of the game by repeating steps (c) to (f) for each of a plurality of said remaining provided unassociated starting portions.

10 28. The gaming device of Claim 25, wherein said processor is further operable to control the play of the game by repeating steps (c) to (f) for each of said remaining provided unassociated starting portions.

15 29. The gaming device of Claim 25, wherein a plurality of said modifiers are different.

30. A gaming device comprising:
a game;
a display device adapted to display the game;
a plurality of starting values in the game, wherein each
5 starting value is greater than zero;
a plurality of selections in the game;
a plurality of numerical modifiers in the game, wherein
each of the selections is associated with one of said numerical
modifiers; and
10 a processor operable with said display device to control
the play of the game by:
(a) displaying and providing said starting values to a
player;
(b) enabling the player to individually associate a
15 plurality of said starting values with a plurality of picked selections;
(c) forming a plurality of ending values, wherein each
ending value is based on one of said starting values and said modifier
associated with the picked selection which said starting value is
individually associated with; and
20 (d) providing the player an award based on at least
two of said ending values.

31. The gaming device of Claim 30, wherein said processor
is further operable to control the play of the game by enabling the
25 player to pick said plurality of selections.

32. The gaming device of Claim 30, wherein said processor
is further operable to control the play of the game by providing the
player an award based on each of said ending values.

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33. The gaming device of Claim 30, wherein a plurality of said numerical modifiers are different.

34. A gaming device comprising:

5 a game;

a display device adapted to display the game;

a plurality of starting values in the game, wherein each starting value is greater than zero;

a plurality of selections in the game;

10 a plurality of numerical modifiers in the game, wherein a plurality of said selections are each associated with one of said numerical modifiers; and

a processor operable with said display device to control the play of the game by:

15 (a) displaying each of said starting values to a player;

(b) enabling the player to accept at least one of said plurality of starting values or risk at least one of said starting values to obtain at least one ending value;

(c) providing the player each starting value, if any, the

20 player accepts;

(d) for each starting value, if any, the player risks:

(i) enabling the player to individually associate said starting value with a picked selection; and

(ii) forming an ending value based on said

25 individually associated starting value and any modifier associated with said picked selection; and

(e) providing the player an award based on any formed ending values.

35. The gaming device of Claim 34, wherein said processor is further operable to control the play of the game by enabling the player to pick said selections.

5 36. The gaming device of Claim 34, wherein said processor is further operable to control the play of the game by enabling the player to pick each of said selections by individually associating one of said starting values with one of said selections.

10 37. The gaming device of Claim 34, wherein said processor is further operable to control the play of the game by enabling the player to accept a plurality of said starting values or risk each of said starting values to obtain a plurality of ending values.

15 38. The gaming device of Claim 34, wherein a plurality of said numerical modifiers are different.

39. A gaming device comprising:

- a game;
- a display device adapted to display the game;
- a starting value in the game;
- 5 a plurality of selections in the game;
- a plurality of numerical modifiers in the game, wherein a plurality of said selections are each associated with one of said numerical modifiers; and
- a processor operable with said display device to control
- 10 the play of the game by:
 - (a) displaying the starting value to a player;
 - (b) enabling the player to divide said starting value into a plurality of starting portions, wherein each of said starting portions is greater than zero;
 - 15 (c) enabling the player to accept at least one of said plurality of starting portions or risk at least one of said starting portions to obtain at least one ending portion;
 - (d) providing the player each starting portion, if any, the player accepts;
 - 20 (e) for each starting portion, if any, the player risks:
 - (i) enabling the player to individually associate said starting portion with a picked selection; and
 - (ii) forming an ending portion based on said individually associated starting portion and any modifier associated
 - 25 with the picked selection; and
 - (f) providing the player an award based on any formed ending portions.

40. The gaming device of Claim 39, wherein each of the

30 plurality of starting portions is different.

41. The gaming device of Claim 39, wherein said processor is further operable to control the play of the game by enabling the player to pick said selections.

5 42. The gaming device of Claim 39, wherein said processor is further operable to control the play of the game by enabling the player to accept a plurality of said starting portions or risk each of said starting portions to obtain a plurality of ending portions.

10 43. The gaming device of Claim 39, wherein a plurality of said numerical modifiers are different.

44. A gaming device comprising:

- a game;
- a display device adapted to display the game;
- a plurality of starting values in the game, wherein each

5 starting value is greater than zero;

- a plurality of selections in the game;
- a plurality of numerical modifiers in the game, wherein a plurality of said selections are each associated with one of said numerical modifiers; and

10 a processor operable with said display device to control the play of the game by:

- (a) displaying each of said starting values to a player;
- (b) enabling the player to forfeit at least one of said starting values in exchange for revealing a numerical modifier

15 associated with at least one of the selections;

- (c) for each starting value forfeited, revealing the numerical modifier associated with one of the selections;
- (d) for each starting value not forfeited:
 - (i) enabling the player to individually associate

20 said starting value with a picked selection, regardless of whether said numerical modifier associated with said picked selection is revealed or not; and

- (ii) forming an ending value based on said individually associated starting value and any modifier associated with

25 said picked selection; and

- (e) providing the player an award based on any formed ending values.

45. The gaming device of Claim 44, wherein said processor is further operable to control the play of the game by enabling the player to pick said selections.

5 46. The gaming device of Claim 44, wherein a plurality of said selections are associated with a plurality of numerical modifiers.

47. The gaming device of Claim 46, wherein a plurality of said numerical modifiers are different.

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48. A method of operating a gaming device, said method comprising:

(a) displaying each of a plurality of starting values to a player, wherein each starting value is greater than zero;

5 (b) enabling the player to individually associate one of said starting values with a selection picked from a plurality of selections, wherein at least one of the selections is associated with at least one numerical modifier;

10 (c) forming an ending value based on said individually associated starting value and any modifier associated with the picked selection;

(d) repeating steps (b) to (c) for at least another one of said remaining unassociated starting values; and

15 (e) providing the player an award based on at least two of said ending values.

49. The method of Claim 48, which includes enabling the player to pick said selections.

20 50. The method of Claim 48, which includes enabling the player to pick each of said selections by individually associating one of said starting values with one of said selections.

25 51. The method of Claim 48, which includes repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

52. The method of Claim 48, which includes repeating steps (b) to (c) for each of said remaining unassociated starting values.

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53. The method of Claim 48, which includes a plurality of said selections associated with a plurality of numerical modifiers.

54. The method of Claim 53, wherein a plurality of said
5 numerical modifiers are different.

55. The method of Claim 48, wherein said steps are provided to the player through a data network.

10 56. The method of Claim 55, wherein the data network is an internet.

57. A method of operating a gaming device, said method comprising:

(a) displaying a plurality of starting values to a player, wherein each starting value is greater than zero;

5 (b) enabling the player to individually associate one of said starting values with a selection picked from a plurality of selections, wherein each of the selections is associated with a numerical modifier;

(c) forming an ending value based on said individually
10 associated starting value and said modifier associated with the picked selection;

(d) repeating steps (b) to (c) for at least another one of said remaining unassociated starting values; and

(e) providing the player an award based on at least
15 two of said ending values.

58. The method of Claim 57, which includes enabling the player to pick said selections.

20 59. The method of Claim 57, which includes repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

60. The method of Claim 57, which includes repeating steps
25 (b) to (c) for each of said remaining unassociated starting values.

61. The method of Claim 57, wherein a plurality of said numerical modifiers are different.

62. The method of Claim 57, wherein said steps are provided to the player through a data network.

63. The method of Claim 62, wherein the data network is an
5 internet.

64. A method of operating a gaming device, said method comprising:

(a) displaying a plurality of different starting values to a player, wherein each starting value is greater than zero;

5 (b) enabling the player to select one of said provided starting values;

(c) picking one of a plurality of selections, wherein a plurality of the selections are each associated with a modifier;

10 (d) enabling the player to individually associate said picked starting value with said picked selection;

(e) forming an ending value based on said individually associated starting value and any modifier associated with the picked selection;

15 (f) repeating steps (b) to (e) for each of said remaining provided unassociated starting values; and

(g) providing the player an award based on at least two of said ending values.

20 65. The method of Claim 64, which includes enabling the player to pick said selections.

66. The method of Claim 64, wherein a plurality of said numerical modifiers are different.

25 67. The method of Claim 64, wherein said steps are provided to the player through a data network.

68. The method of Claim 67, wherein the data network is an internet.

69. A method of operating a gaming device, said method comprising:

- (a) displaying a starting value to a player;
- (b) enabling the player to divide said starting value
5 into a plurality of different starting portions, wherein each of said different starting portions is greater than zero;
- (c) enabling the player to individually associate one of said starting portions with a selection picked from a plurality of selections, wherein each of the selections is associated with a
10 numerical modifier;
- (d) forming an ending portion based on said individually associated starting portion and said modifier associated with the picked selection;
- (e) repeating steps (c) to (d) for at least another one of
15 said remaining unassociated starting portions; and
- (f) providing the player an award based on at least two of said ending portions.

70. The method of Claim 69, which includes enabling the
20 player to pick said selections.

71. The method of Claim 69, which includes repeating steps
(c) to (d) for each of a plurality of said remaining unassociated starting
portions.

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72. The method of Claim 69, which includes repeating steps
(c) to (d) for each of said remaining unassociated starting portions.

73. The method of Claim 69, wherein a plurality of said
30 numerical modifiers are different.

74. The method of Claim 69, wherein said steps are provided to the player through a data network.

5 75. The method of Claim 74, wherein the data network is an internet.

76. A method of operating a gaming device, said method comprising:

- 10 (a) displaying a starting value to a player;
- (b) enabling the player to divide said starting value into a plurality of starting portions, wherein each of said starting portions is greater than zero;
- (c) enabling the player to select one of said starting
- 15 portions;
- (d) picking one of a plurality of selections, wherein each of the selections is associated with a numerical modifier;
- (e) enabling the player to individually associate said picked starting portion with said picked selection;
- 20 (f) forming an ending portion based on said individually associated starting portion and said modifier associated with the picked selection;
- (g) repeating steps (c) to (f) for at least another one of said remaining unassociated starting portions; and
- 25 (h) providing the player an award based on at least two of said ending portions.

77. The method of Claim 76, which includes enabling the player to pick said selections.

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78. The method of Claim 76, which includes repeating steps (c) to (f) for each of a plurality of said remaining unassociated starting portions.

5 79. The method of Claim 76, which includes repeating steps (c) to (f) for each of said remaining unassociated starting portions.

80. The method of Claim 76, wherein a plurality of said numerical modifiers are different.

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81. The method of Claim 76, wherein said steps are provided to the player through a data network.

82. The method of Claim 81, wherein the data network is an
15 internet.

83. A method of operating a gaming device, said method comprising:

- (a) displaying a starting amount to a player;
- 5 (b) enabling the player to divide said starting amount into a plurality of different starting portions, wherein each of said different starting portions is greater than zero;
- (c) enabling the player to individually associate one of said starting portions with an investment related symbol picked from a
10 plurality of investment related symbols, wherein each of the investment related symbols is associated with a numerical modifier;
- (d) forming an investment return amount based on said individually associated starting portion and said modifier associated with the picked investment related symbol;
- 15 (e) repeating steps (c) to (d) for at least another one of said remaining unassociated starting portions; and
- (f) providing the player an award based on at least two of said investment return amounts

20 84. The method of Claim 83, which includes enabling the player to pick said investment related symbols.

85. The method of Claim 83, which includes repeating steps (c) to (f) for each of a plurality of said remaining unassociated starting
25 portions.

86. The method of Claim 83, which includes repeating steps (c) to (f) for each of said remaining unassociated starting portions.

87. The method of Claim 83, wherein a plurality of said numerical modifiers are different.

88. The method of Claim 83, wherein said steps are provided
5 to the player through a data network.

89. The method of Claim 88, wherein the data network is an internet.

90. A method of operating a gaming device, said method comprising:

(a) displaying a plurality of starting values to a player, wherein each starting value is greater than zero;

(b) enabling the player to individually associate a
15 plurality of said starting values with a plurality of selections picked from a plurality of selections, wherein each of said selections is associated with one of a plurality of numerical modifiers;

(c) forming a plurality of ending values, wherein each ending value is based on one of said starting values and said modifier
20 associated with the picked selection which said starting value is individually associated with; and

(d) providing the player an award based on at least two of said ending values.

91. The gaming device of Claim 90, which includes enabling
25 the player to pick said plurality of selections.

92. The method of Claim 90, wherein a plurality of said numerical modifiers are different.

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93. The gaming device of Claim 90, which includes providing the player an award based on each of said ending values.

94. The method of Claim 90, wherein said steps are provided
5 to the player through a data network.

95. The method of Claim 94, wherein the data network is an internet.

10 96. A method of operating a gaming device, said method comprising:

(a) displaying each of a plurality starting values to a player, wherein each starting value is greater than zero;

(b) enabling the player to accept at least one of said
15 plurality of starting values or risk at least one of said starting values to obtain at least one ending value;

(c) providing the player each starting value, if any, the player accepts;

(d) for each starting value, if any, the player risks:
20 (i) enabling the player to individually associate said starting value with a selection picked from a plurality of selections, wherein at least one of said selections is associated with a numerical modifier; and

(ii) forming an ending value based on said
25 individually associated starting value and any modifier associated with said picked selection; and

(e) providing the player an award based on any formed ending values.

97. The method of Claim 96, which includes enabling the player to pick said selections.

5 98. The method of Claim 96, which includes enabling the player to accept a plurality of said starting values or risk each of said starting values to obtain a plurality of ending values.

99. The method of Claim 96, wherein a plurality of said numerical modifiers are different.
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100. The method of Claim 96, wherein said steps are provided to the player through a data network.

101. The method of Claim 100, wherein the data network is an
15 internet.

102. A method of operating a gaming device, said method comprising:

- (a) displaying a starting value to a player;
- 5 (b) enabling the player to divide said starting value into a plurality of starting portions, wherein each of said starting portions is greater than zero;
- (c) enabling the player to accept at least one of said plurality of starting values or risk at least one of said starting values to
10 obtain at least one ending portion;
- (d) providing the player each starting portion, if any, the player accepts;
- (e) for each starting portion, if any, the player risks:
 - (i) enabling the player to individually associate
15 said starting portion with a selection picked from a plurality of selections, wherein at least one of said selections is associated with a numerical modifier; and
 - (ii) forming an ending portion based on said individually associated starting portion and any modifier associated
20 with said picked selection; and
- (f) providing the player an award based on any formed ending portions.

103. The method of Claim 102, wherein each of the plurality of
25 starting portions is different.

104. The method of Claim 102, which includes enabling the player to pick said selections.

105. The method of Claim 102, which includes enabling the player to accept a plurality of said starting portions or risk each of said starting portions to obtain a plurality of ending portions.

5 106. The method of Claim 102, wherein a plurality of said numerical modifiers are different.

107. The method of Claim 102, wherein said steps are provided to the player through a data network.

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108. The method of Claim 107, wherein the data network is an internet.

109. A method of operating a gaming device, said method comprising:

- 5 (a) displaying each of a plurality of starting values to a player, wherein each starting value is greater than zero;
- (b) displaying a plurality of selections to the player, wherein at least one of the selections is associated with a numerical modifier;
- 10 (c) enabling the player to forfeit at least one of said starting values in exchange for revealing any numerical modifier associated with at least one of the selections;
- (d) revealing any numerical modifier associated with at least one of the selections for each starting value forfeited;
- (e) for each starting value not forfeited:
 - 15 (i) enabling a player to individually associate said starting value with a picked selection; and
 - (ii) forming an ending value based on said individually associated starting value and any modifier associated with the picked selection regardless of whether said numerical modifier associated with said picked selection is revealed or not; and
- 20 (f) providing the player an award based on any formed ending values.

110. The method of Claim 109, which includes enabling the
25 player to pick said selections.

111. The method of Claim 109, wherein a plurality of said selections are associated with a plurality of numerical modifiers.

112. The method of Claim 111, wherein a plurality of said numerical modifiers are different.

113. The method of Claim 109, wherein said steps are
5 provided to the player through a data network.

114. The method of Claim 113, wherein the data network is an internet.

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